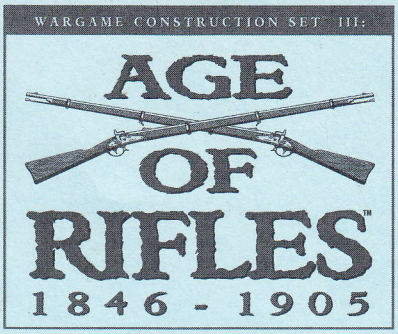
IBM and Compatibles CD-ROM Data Card

Toll-Free Tech Support! See the "Contacting SSI Technical Support" section for details



READ ME FIRST!

We know you're anxious to begin Wargame Construction Set III: Age of Rifles, but before you do, please be sure that your system meets the following minimum system requirements:

- 486/66 MHz IBM PC or compatible (Pentium recommended)
- 8 MB of RAM
- MS-DOS 5.0 to 6.22
- An **Uncompressed** hard drive with a minimum of **45 MB** free (**65 MB** for full install)
- A **2X** CD-ROM drive (300 ms access time, continuous read and 150 KB transfer rate)
- A an SVGA video adapter with a Color SVGA Monitor
- A 100% Microsoft (or Logitech) compatible mouse
- Microsoft mouse driver version 9.00 or higher or Logitech mouse driver version 6.24 or higher

MEMORY REQUIREMENTS

The minimum amount of free RAM required is:
500,000 BYTES OF FREE BASE RAM
6,900,000 BYTES OF FREE XMS

Remember, 1K is equal to 1024 bytes. For example, 489K equals 500,736 bytes.

Note: hard drive size and total system memory available have no bearing on free RAM. Follow the directions below to determine if you have enough available memory to run the game.

To Check Your Free Base RAM

Type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE." Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

NOTICE

Several changes were made to the game after the User Manual was printed. Refer to the README.TXT file for complete listings of up to date information.

INSTALLING THE GAME

Note: You must install game files to your hard drive and have the Wargame Construction Set III: Age of Rifles CD in your CD-ROM drive to play this game.

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INSTALLING THE GAME (continued)

1. To install the game, place the CD in your CD-ROM drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.

Install A	**65 MB**	(Full game)
Install B	**45 MB**	(Full game without introductory cinematic)

3. Note any unmet requirements, then press Enter to continue the installation.
4. Follow all on-screen prompts.

If you experience problems during installation, please refer to the "Troubleshooting" section of this data card. Additional information regarding memory, sound, video, and mouse setup can be found there.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0 to 6.22.
2. Be sure that the hard disk containing the game is the active drive.
3. Change the drive and current directory to the game's directory. For example, to change to the default drive and directory you would type **C:** and press Enter, then type **CD\ RIFLES** and press Enter.
4. Type **RIFLES** and press Enter to start the game.

For complete and specific "how to play" information, please refer to the User Manual. Any notes regarding changes to the game made after the User Manual was printed, or any rules errata, can be found after the "Troubleshooting" section. Some changes were made too late to include in this data card. Please read the README.TXT file in your game directory for more information.

COPY PROTECTION

The WARGAME CONSTRUCTION SET III: AGE OF RIFLES CD must be in your CD drive in order to play the game.

SAVING GAMES

WARGAME CONSTRUCTION SET III: AGE OF RIFLES requires space on your hard drive for saved games and temporary files. You need approximately 10 megabytes free on your hard drive. Each saved game can take up to 140,000 bytes of hard drive space.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

MEMORY ISSUES

WARGAME CONSTRUCTION SET III: AGE OF RIFLES requires **500,000** bytes of **free** conventional memory and **6,900,000** bytes of **free** Extended (XMS) memory to run. Read the front page of this data card to find out how to check your **free** RAM. If your system does not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

WINDOWS® 95 DISCLAIMER

If you run WARGAME CONSTRUCTION SET III: AGE OF RIFLES through the Windows 95 environment, the game may lock up at random times and may run substantially slower. We recommend that you run WARGAME CONSTRUCTION SET III: AGE OF RIFLES in DOS mode, but if you are going to run in Windows 95, you must make sure no other applications are running, and your screen saver is turned off. **Running WARGAME CONSTRUCTION SET III: AGE OF RIFLES under Windows 95 on a system with less than 12 MB of RAM is not recommended.**

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ESHOOTING

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HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

1. Place a blank disk in your A: drive and the game CD in the CD-ROM drive. (Note: your floppy drive must be your A: drive to operate properly.)
2. Place your WARGAME CONSTRUCTION SET III: AGE OF RIFLES CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter.
4. Type **BOOT** and press Enter.
5. Follow the on-screen prompts until you see the message "Boot Disk Creation Successful".
6. Add the appropriate CD-ROM, mouse (and if applicable, sound card) drivers to your boot disk. These can be found in your original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

To Start the Game with This Boot Disk

1. Place your boot disk in your A: drive and the game CD in the CD-ROM drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the Rifles game directory. Type **RIFLES** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually

1. Place a floppy disk in drive A: (Note: it must be in drive A:).
2. From the C: prompt type **FORMAT A:/S** and press Enter.
3. Go to the A: drive by typing **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS which follows. Save this file (choose "Save", not "Save As"), then exit.
5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT which follows. Save this file (choose "Save", not "Save As"), and exit.

Sample files:

CONFIG.SYS
```
DEVICE=C:\WINDOWS\HIMEM.SYS
DEVICE=C:\WINDOWS \EMM386.EXE noems
DOS=HIGH,UMB
FILES=25
BUFFERS=25
```

AUTOEXEC.BAT
```
PATH=C:\;C:\WINDOWS;C:\MOUSE
PROMPT $P$G
LOADHIGH MOUSE
```

NOTE: If your machine has no form of Windows present, replace C:\WINDOWS with C:\DOS in the "DEVICE=..." statements in the sample CONFIG.SYS file listed above.

IMPORTANT: Be sure to include the necessary CD-ROM, mouse, and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

For example, the Media Vision Pro Audio Spectrum 16 users may need the following line in their CONFIG.SYS:

DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:0 J:1

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III: AGE OF RIFLES CD into your CD-ROM drive.
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XEC.BAT which follows. Save this file (choose

AUTOEXEC.BAT
PATH=C:\;C:\WINDOWS;C:\MOUSE
ms PROMPT PG
LOADHIGH MOUSE

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ONFIG.SYS file listed above.

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D and sound card manuals, or original CONFIG.SYS
mes and locations of the drivers required.

ectrum 16 users may need the following line in their

/SOUND.SYS D:3 Q:7 S:1,220,1,5 M:0 J:1

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To Create a Boot Disk Manually (continued)

CD-ROM drivers may appear as follows:

CONFIG.SYS	**DEVICE=C:\CDROM\CDROM.SYS /D:MSCD001**
AUTOEXEC.BAT	**C:\WINDOWS\MSCDEX.EXE /D:MSCD001**

Note: The operating system looks for the /D: to match CD-ROM drivers in the CONFIG.SYS and AUTOEXEC.BAT files.

To Start the Game with This Boot Disk:

1. Place your boot disk in your A: drive, and the game CD in the CDROM drive.
2. Reboot your machine (**Ctrl-Alt-Del** on the keyboard, or press the reset button).
3. Be sure that the hard disk containing the game directory is the active drive.
4. Change the current directory to the game's directory. For example, to change to the default directory type **CD\RIFLES** and press Enter.
5. Type **RIFLES** and press Enter to start the game.

SOUND CARDS

The following sound cards are supported:
Roland RAP-10; Wavejammer; SoundBlaster Pro 16 ASP; SoundBlaster Pro II; SoundBlaster Pro I; SoundBlaster Regular; Media Vision PAS 16; NV Digital Audio; Interwave; Gravis; or Microsoft Windows 95 100% compatible

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** in the game directory and press Enter. Choose **"NO"** when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

VIDEO CARDS/VESA DRIVERS

The following video cards are supported:
ATI; Chips (Chips and Technologies); Cirrus (Cirrus Logic); Compaq; Diamond (many cards, may require individual drivers); Everex; Genoa; Headland; IBM; Iris, NCR; Oak; Orchid; Paradise; Perfectv; Sigma; STB; Tecmar; Trident; Tseng ET 3000; Video7; Western Digital

If you are experiencing any problem with your video/VESA driver, type **RIFLES2** from the game directory and follow the on-screen prompts. RIFLES2 will load a universal VESA driver that should work for most video cards. Should the VESA driver fail to work, a VESA driver specific to your video card must be obtained from the card's manufacturer.

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded for use with DOS-based programs. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, you may need to consult your mouse user's guide for the location and name of your particular driver software.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

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UPPORT

"Troubleshooting" section of this data card before con-
of the solutions to the most common problems in that
meet the minimum system requirements and the game
are using the latest DOS drivers for your system.

lists ready to help you with any technical problems
problem is due to your system configuration they will
gest some possible solutions.

and software configurations possible with today's
computer dealer, hardware manufacturer, or software
before our game will work.

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RGAME CONSTRUCTION SET III: AGE OF RIFLES! If you
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Support via fax or e-mail if possible. Please send a
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system you are using, and any error messages you
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ease see the SSI ONLINE section for information
can be found.

late most of our products to the most current version,
announcements.

ll (408) 739-6137. If you have a 2400 – 33.6K baud
cations software needs to be set to N,8,1 and your
emos are not available to users with modem speeds

ems can call our Canadian Affiliate board, Instant Access,
2025, or (403) 472-0178 for the latest updates/demos.

SSI ONLINE

Strategic Simulations, Inc. is currently represented on two online networks: CompuServe and America Online. You can reach us on these networks and the World Wide Web as stated below.

America Online
E-Mail: Stratsim
SSI Files/Discussion can be found at Keyword: SSI

CompuServe
E-Mail: 76711,250
SSI Files/Discussion can be found at GO SSI

World Wide Web
http://www.ssionline.com

WARGAME CONSTRUCTION SET III: AGE OF RIFLES
Updated Hot Key List

MAP EDITOR

Save Map	s
Open Terrain Palette Window	a
Cycle Thru Drawing Tools	d
Auto Contouring On/Off	c
Undo	u
Go to Unit Editor	o
Return to Main Screen	q
Exit Popup Window	<ESC>

UNIT EDITOR

Change to Primary Weapon	1
Change to Secondary Weapon	2
Save Order of Battle	s
Load Order of Battle	l
Copy Unit	c
Move Unit	m
Copy (get) uniform	g
Duplicate (put) uniform	p
Open Nationality Book	n
Open Headdress Book	h
Open Tunic Book	t
Open Pants Book	b
Open Shoes Book	f
Change Skin Tone	r
Go to Deployment Editor	d
Return to Main Menu	q
Exit Popup Window	<ESC>

DEPLOYMENT EDITOR

Change Formation	t
Change Orders	o
Change Command Scope	c
Save Scenario	s
Load Scenario	l
Swap Stacking Order	k
Show Command Radius	x
Put Unit	p
Get Unit	g
Set Supply Point	w
Open Facing Window	f
Pre-Deployment Facing Change (counterclockwise)	","
Pre-Deployment Facing Change (clockwise)	"."
Set Player Initiative Order	n
Open Objective Value Window	z
Identify Formation	y
Show Command Details	d
Exit Popup Window	<ESC>
Select Next Unit (regardless of command)	<space bar>

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CONTACTING SSI TECHNICAL SUPPORT

If you are having problems, please consult the "Troubleshooting" section of this data card before contacting SSI Technical Support. We've put many of the solutions to the most common problems in that area of the data card. If you are sure that you meet the minimum system requirements and the game still does not run, you should be sure that you are using the latest DOS drivers for your system.

We have a staff of Technical Support Specialists ready to help you with any technical problems you may have with any of our games. If your problem is due to your system configuration they will tell you of the game's requirements and suggest some possible solutions.

Because of the millions of different hardware and software configurations possible with today's PCs, you may still have to consult with your computer dealer, hardware manufacturer, or software publisher to properly configure your system before our game will work.

You may also need to get the latest version of your sound, video, mouse, or CD-ROM drivers before the game will run properly.

SSI is providing toll-free tech support for WARGAME CONSTRUCTION SET III: AGE OF RIFLES! If you need tech support please call the 888 number found on the jewel case containing the game CD. Our staff is here Monday through Friday from 11AM to 5PM, Pacific time (holidays excluded). By calling this number you will receive **three days** of toll-free support and the opportunity to have informational documents faxed to you at no charge!

Call the toll-free number, register your game, complete a short survey, and you will qualify for $10.00 off any title from SSI Direct Sales.

Please note: Because of this special toll-free program for WARGAME CONSTRUCTION SET III: AGE OF RIFLES, you will not be able to receive tech support from a phone number other than the number on your jewel case, so please keep the case handy. You can still contact us using any of the email addresses listed on this card, or at our web site: **www.ssionline.com**.

We reccomend contacting SSI Technical Support via fax or e-mail if possible. Please send a printout of your c:\autoexec.bat file, a printout of your c:\config.sys file, and a complete description of the problem. Please include the operating system you are using, and any error messages you have seen which indicate that there is a problem.

Please send this information to our fax number, or one of the e-mail addresses found below.

Fax: 1-408-737-6814 Attn: Technical Support
E-mail: ssitechsupt@mindscape.com
stratsim@aol.com
76711.250@compuserve.com

If the game about which you are inquiring has been out for more than 90 days, you'll also want to contact one of our online resources to be sure you are running the latest version of the game before contacting SSI Technical Support. Please see the SSI ONLINE section for information about where the latest patches and updates can be found.

SSI BBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements.

If you have a 9600 – 33.6K baud modem, call (408) 739-6137. If you have a 2400 – 33.6K baud modem, call (408) 739-6623. Your communications software needs to be set to N,8,1 and your modem must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to size and download time.

Canadian customers using 2400 – 14.4K modems can call our Canadian Affiliate board, Instant Access, at (403) 473-9131, (403) 476-2088, (403) 473-2025, or (403) 472-0178 for the latest updates/demos.